



# Blueprint Keyboard Shortcuts

Entry Style	Sequence	Description
<b>Relative Co-ordinates</b>	@X,Y	A point relative to the last point selected or used
<b>Last Point</b>	@	Last point selected or used
<b>Relative Polar Co-ordinates</b>	@Distance<Angle	Point based on a distance and angle from the last point selected or used
<b>Direct distance</b>	Move Pointer along the direction, enter distance	Allow user to enter distance from last point but pointing the direction with the pointer

Precede coordinate with the @ symbol to define the position of a point in relation to the previous point. For example:  
@5,3

To enter a polar coordinate, enter a distance and an angle, separated by an angle bracket (<). For example, to specify a point at a distance of 1 unit from the previous point and at an angle of 45 degrees, enter @1<45.

Angles increase in the counterclockwise and decrease in the clockwise direction.

When drawing or editing objects, instead of specifying coordinate by cursor, you can enter the coordinate in the command prompt window.

## Co-ordinate entry

COMMAND	ALIAS	DESCRIPTION
<b>POINT</b>	PO	Draw Point
<b>LINE</b>	L	Draw Lines
<b>RAY</b>		Draw Ray
<b>XLINE</b>	XL	Draw Construction Line
<b>POLYGON</b>	POL	Draw Polygon
<b>RECTANG</b>	REC	Draw Rectangle
<b>CIRCLE</b>	C	Draw Circle
<b>ARC</b>	A	Draw Arc
<b>PLINE</b>	PL	Draw Polyline
<b>ELLIPSE</b>	EL	Draw Ellipse
<b>TEXT</b>	T	Draw Text
<b>BLOCK</b>	B	Create a block
<b>INSERT</b>	I	Insert a block
<b>REGEN</b>	RE	Regenerate drawing
<b>ERASE</b>	E	Erase Object(s)
<b>COPY</b>	CO	Copy Object(s)
<b>MOVE</b>	M	Move Object(s)
<b>ROTATE</b>	RO	Rotate Object(s)
<b>SCALE</b>	SC	Scale Object(s)
<b>MIRROR</b>	MI	Mirror Object(s)
<b>EXPLODE</b>	X	Explode Object(s)
<b>JOIN</b>	J	Join Object(s)
<b>ZOOME</b>	ZE	Zoom to the Drawing's Extents
<b>ZOOMW</b>	ZW	Zoom Window
<b>ZOOMP</b>	ZP	Pan the Drawing
<b>ZOOMR</b>	ZR	Zoom in Realtime
<b>ZOOMSEL</b>	ZS	Zoom to Selected Objects
<b>PAN</b>	P	Pan the Drawing
<b>PANRT</b>	PAR	Pan in Realtime
<b>UNDO</b>	U	Undo the last change(s)
<b>REDO</b>		Reverse Last Undo Command
<b>DIST</b>	DI	Measure Distances
<b>AREA</b>	AA	Measure Areas
<b>PRINT</b>		Print Drawing
<b>LAYER</b>	LA	Manage Layers

COMMAND	ALIAS	DESCRIPTION
<b>UNION</b>	UN	Union Selected Object(s)
<b>INTERSECTION</b>	IN	Intersect Selected Object(s)
<b>XOR</b>	XO	XOR Selected Object(s)
<b>SUBTRACT(A-B)</b>	S1	Subtract Selected Object(s) (A-B)
<b>SUBTRACT(B-A)</b>	S2	Subtract Selected Object(s) (B-A)
<b>MAKERING</b>	MR	Convert Selected Object(s) into a Ring
<b>GNDPLANE</b>	GND	Extract Ground Plane
<b>DIVIDE</b>	DIV	Divide Selected Object(s)
<b>OFFSET</b>	OFF	Grow/Shrink Selected Object(s)
<b>NOR</b>	NOR	Invert Selected Object(s)
<b>FLIPV</b>	FV	Flip Vertical
<b>FLIPH</b>	FH	Flip Horizontal
<b>ROTLEFT</b>	ROL	Rotate Object to Left by 90°
<b>ROTRIGHT</b>	ROR	Rotate Object to Right by 90°
<b>ALIGN</b>	ALI	Align Objects
<b>DISTRIBUTE</b>	DIST	Distribute Objects
<b>MSKIN</b>	MIN	Import MSK File
<b>MSKOUT</b>	MOUT	Export MSK File
<b>GDSIN</b>	GIN	Import GDS File
<b>GDSOUT</b>	GOUT	Export GDS File

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Blueprint Aliases can be used in the command line window. To enter a command by using the keyboard, type the full command name on the command line and press ENTER or SPACEBAR.

Some commands also have abbreviated forms. For example, instead of entering CIRCLE to start the "Circle" command, you can enter C. Abbreviated command names are called "command aliases". During the command's execution you can enter parameters either in the command line or by cursor in Blueprint's window.

# Aliases

**FUNCTION KEY****COMMAND**













<b>F1</b>	Zoom Window
<b>F2</b>	Pan Realtime
<b>F3</b>	Toggle Object Snap
<b>F4</b>	Zoom to Fit
<b>F5</b>	Zoom to Selection
<b>F6</b>	Toggle Current Layer Only
<b>F7</b>	Toggle Grid
<b>F8</b>	Toggle Polar Tracking
<b>F9</b>	Toggle Snap to Grid
<b>F10</b>	Toggle Layer Fill

F-keys

FUNCTION KEY	COMMAND
CONTROL A	Select Current Layer
CONTROL B	Blocks Editor
CONTROL C	Cut
CONTROL D	Add Bookmark
CONTROL E	Explode
CONTROL F	Zoom to Fit
CONTROL G	Grid Editor
CONTROL H	Current Layer Only
CONTROL I	Object Properties
CONTROL J	Join
CONTROL K	Scale
CONTROL L	Layers Editor
CONTROL M	Move Objects
CONTROL N	New File
CONTROL O	Open File

FUNCTION	COMMAND
CONTROL P	Print File
CONTROL Q	Quit Blueprint
CONTROL R	Rotate Object(s)
CONTROL S	Save File
CONTROL T	Trim Object(s)
CONTROL U	Mirror Object(s)
CONTROL V	Paste
CONTROL W	Close File
CONTROL X	Cut
CONTROL Y	Redo
CONTROL Z	Undo

CTRL keys

FUNCTION	Icon	COMMAND
alt 1		Snap to End Point
alt 2		Snap to Mid Point
alt 3		Snap to Center
alt 4		Snap to Node
alt 5		Snap to Intersection
alt 6		Snap to Perpendicular
alt 7		Snap to Tangent
alt 8		Snap to Nearest
alt 9		Snap to Grip
F3		Toggle Object Snap
F8		Toggle Polar Tracking
F9		Toggle Snap to Grid

Object snaps allow you to simplify your drawing operations by snapping the cursor to a variety of smart points. Object snaps can be permanently enabled/disabled using the Drafting Aids dialog; alternately object snaps can be enabled for onetime use via the Snaps toolbar or by using the appropriate shortcut keys.











In addition to object snaps, you can use grid snaps which allow you to snap to a predefined grid. Polar tracking can be used to quickly drawing along a set of predefined angles.

# Object Snaps

FUNCTION KEY	COMMAND
SHIFT ↑	Zoom In
SHIFT ↓	Zoom Out
alt ↑	Up a Layer
alt ↓	Down a Layer
alt N	Bird's Eye View (Navigator)
alt M	Magnifier (Loupe)
CONTROL L	Layer Manager
CONTROL SHIFT L	Layer Order Panel
CONTROL B	Block Manager
CONTROL SHIFT B	Create a block
CONTROL alt B	Insert a block
CONTROL SHIFT D	Measure Distance
CONTROL SHIFT A	Calculate area
CONTROL alt A	Area by inner point

FUNCTION	COMMAND
alt :	Drawing options
alt ,	Customize

Misc shortcuts

FUNCTION KEY	Icon	COMMAND
SHIFT U		Union
SHIFT I		Intersection
SHIFT D		Symmetric Difference (XOR)
SHIFT -		Subtract A-B
SHIFT alt -		Subtract B-A
SHIFT /		Divide
SHIFT O		Offset (Shrink/Grow)
SHIFT R		Make Ring
SHIFT N		Invert (NOR)
SHIFT X		Extract Ground plane

Use Pathfinder operations to perform quick geometric computations. In addition to Boolean Operations, Pathfinder can perform a variety of tricks from growing and shrinking objects to creating an inversion of selected objects (useful for converting from clear field to dark field), and automatically extracting a ground plane from selected objects. Learning to use pathfinder operations will allow you to be far more productive than using typical drawing and editing operations. For instance, the divide tool allows you to trim and break objects far more conveniently than conventional AutoCAD/Virtuoso type editing.

# Pathfinder operations







IntelliSense

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